

IN THE SPECIFICATION

Please amend the portions of the Specification identified below to read as indicated herein. Applicants wish for the Office to note that the pages of the Specification include line numbering such that the first line, at the top of each page, is identified as line 5. That is, there are no lines 1 through 4.

Paragraph starting at page 7, line 7:

A1. Figure 3 is a flowchart of the human user emulator program of the process of the present invention in which tasks are emulated by recording and collecting the event handlers corresponding to user revisions or corrections for each event of a given task that must be performed on an existing file record for updating the file record. The following are examples of several typical tasks: (a) Deny Claim Line; (b) Add an "adjustment code" to the Claim Line; ~~3-~~ (c) Add a "procedure modifier" to the Claim Line; and (d) change the "procedure code value". A task is emulated by recording the user interactions between a human operator and a computer in response to each event displayed on the graphical user interface of a computer monitor when performing a given revision. All of the user interactions are recorded in memory. Any conventional recording program may be used to store in memory the user interactions for each displayed event. As is shown in Figure 3 any real or simulated ~~claim~~ file containing insurance claim data (claim file) may be used. The information displayed in a particular position on the graphical user interface may be in the form of a message represented by a combination of words that requires a response from the operator thereby qualifying as an "event" for purposes of the present invention. The response may simply require a single "click" on the computer mouse or a reply using e.g., a sequence of computer operations to provide a complete response to the "event." The operator determines how to appropriately respond to an event. The complete operator response qualifies as an "event handler" for purposes of the present invention. Table I, as shown below, is a glossary of examples of different events which may be displayed on the screen of the computer monitor and typical operator responses "event handlers" to such events. Each event and each user response thereto is recorded in memory.